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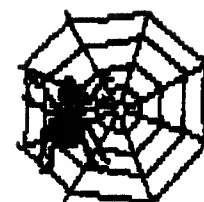
BORIS THE SPIDER
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VOLUME VIII, #20

BORIS THE SPIDER

A Journal of Duplicitous Doings,
 Raw Power, and Naked Greed
 "Oh, what a tangled web we weave
 When first we practice to deceive!"
 -- Sir Walter Scott --



12 Aug 05

(#240)

No Wood!

Had a great time at WBC, but didn't bring home any wood (i.e., Winner's plaques). I played 20 tournament games and one non-tournament game (*PRINCESS RYAN'S STAR MARINES*), had four wins, and made one quarter-final (*PUERTO RICO*), three semi-finals (*UNION PACIFIC*, *GANGSTERS*, *MONSTERS RAVAGE AMERICA*), and one final (*WIZARD'S QUEST*). Gory details begin on p 2.

Ran into Walt O'Hara at the "Armistice" Meeting Sunday morning at WBC. He's interested in getting back into Boris and playing *CIRCUS MAXIMUS*. Since "Flip" Frying is also interested, let's see if we can fill the page vacated by AOR with another chariot race. Need two to three more players (for a two chariot per player race) or four to eight more (for a 1 chariot per player race). Copeland, Zieske, R Fisher, and Anderson are all veterans and could be expected to join in. Would like a field of eight chariots so also challenge ftf charioteers Shacklett (either Rose or Jack) and Morrison to join in. Checkout the website for House Rules (Reference 1) and some interesting variants (Reference 2). Please indicate which, if any, variant optional rules you'd like to use and send your prep points for your primary and secondary chariots.

GAME OPENINGS:

BOURSE: Open to all but players and significant others of "Boris XVIII" (see p 2)

CIRCUS MAXIMUS: Need up to eight charioteers (see above).

COLONIAL DIPLOMACY: Need standby orders for Turkey (see p 5).

MACHIAVELLI: Need standby orders for the Turks (see p 3).

BORIS'S BULLETIN BOARD

THOUGHT FOR THE MONTH: "You've got to take the initiative and play your game ... Confidence makes the difference." --- Chris Evert

NEW ON THE WEBSITE: Transcript for the *STELLAR CONQUEST* game "William T. Riker" has been posted (Reference 3). The transcript for "The Knyghtes Tale" has been moved to the finished section. Links to other *STELLAR CONQUEST* variants have been added to the variants page (Reference 4).

Good news for fans of *SLAPSHOT*. Columbia Games is reprinting it. See Reference 5 to preorder (\$15 -- well worth it). We've got our preorder in since our copy is getting pretty worn (WBC is tough on them).

BOOS & KUDOS

The Madame Bolduc Press Excellence Award (and free issue) goes this month to Rick Copeland for his article in "Wide Open Spaces".

This month's Ms Nar Super-Suday Bomb is lobbed at out NMR folk.

REFERENCE:

1. <http://hometown.aol.com/prbolduc/boris/houserules/CMS.html>
2. <http://hometown.aol.com/prbolduc/boris/variants/vindex.html#CMS>
3. <http://hometown.aol.com/prbolduc/boris/trans/finished/WHHe.html>
4. <http://hometown.aol.com/prbolduc/boris/variants/vindex.html#SC>
5. <http://www.columbiagames.com>

PERSONAL COMMUNICATION HERE (maybe):

Deadline for most games is 1800 CDT 2 Sep 05



The World Awaits War! Late Winter 1988

XVIII
2005?

TROOP PLACEMENT

AUSTRIA (Nichols): A Bud, A Vie, F Tri
ENGLAND (Anderson): A Lpl, F Edi, F Lon
FRANCE (Boyum): A Mar, A Par, F Bre
GERMANY (Haffey): A Ber, A Mun, F Kie
ITALY (Copeland): A Rom, A Ven, F Nap
RUSSIA (R. Fisher): A Mos, A War, F Sev, F StP(ac)
TURKEY (Shacklett): A Con, A Smy, F Ank

EMBASSY BEAT

Italy to GM -
Paul,

I um, er, well, really don't know how to phrase my request. Can we have a do-over for starting locations? See, I had a really nifty idea for invading Germany, and another brilliant idea for invading France, and the standard Lepanto operation to use against a novice Turkish player-----BUT-----now that I see who is playing those positions, none of my great ideas will work. So I would really like to not play Italy this time. Could you wave your magic wand and give me another country? Please??? Just this once?

GM-Italy: Ms Nar says "No!"

Austria-GM: Ha, they fell for it I got my 4th choice uncontested.

GM-Austria: Don't you love it when a plan comes together?

BOURSE "Clearwine?"

No takers so far, but get in by next time when the currency is still cheap. Or we'll cancel.

Each player starts with \$1000 American and can invest in the seven currencies of the seven powers in "Boris XVIII". Each currency is valued at the number of supply centers its nation holds. So all currencies except the ruble start at (\$3). The ruble starts at \$4.

Example: SoGMaP buys 300 marks (-3*300) and 25 francs (-3*25) leaving \$25. If France gained 3 centers and Germany 2 (clearly she anticipated the opposite), SoGMaP would be worth (300*5 + 25*6 + 25 = \$1675 at the end of 1901.

Trading only occurs at Gamestart and Spring moves thereafter, (the Bourse is closed after the Spring move to prevent panic selling). Of course the richest player at the end of "Boris XVIII" wins.

Methinks, we need at least 6-nonplayers (spouses of players aren't eligible either, sorry Andersons) to be worth doing this. However, I could come up with some restrictive rules (some percentage must be held in national shares or 8) if the players (and spouses) want to join in. Ideas are solicited.

WBC 2005 Report

Boris and Ms Nar departed FVB around 0800 CDT 1 Aug and stopped at Roanoke, VA around 2100 EDT, then departed Roanoke around 0800 EDT and arrived at Lancaster, PA around 1330 EDT. We checked in, found the room, had a soak in the pool, checked out the Auction (too rich for my blood -- rumor has it that a copy of TITAN went for over \$200), had a nice lunch at Ruby Tuesdays at the Rockvale Outlet Center, and gassed up for \$2.179/gal.

Tuesday night started at 1900 with CIRCUS MAXIMUS (CMS). I took a 1-driver, 1-speed heavy in a field of five heavies, three lights and a medium. I lost a wheel in the third corner after taking out two lights and crippling a third. The medium won. Which gave me time to make the 2200 GANGSTERS (GSR) heat. I came in 2nd with \$8200 vs 87% on a time adjudication.

---continued on p 3



MACHIAVELLI East in Revolt! Summer 1521

2003 D
pw10

Ragocitti: Turkish units were paralyzed due to an insurrection in the hinterland. Meanwhile France is sitting on enough cities to win. Or is he with the Austrian navy invading his home centers?

TROOP MOVEMENTS:

Turk A Anc is NRR so GM retreats it oth.

AUSTRIA (Wilson, 2d): F GoL-Mar, F Rag S F LA, F LA C A Bari-Dal, (F Anc-UA), F Cap S A Rome, F Cor S F TS, (A Aqu-Anc), F TS S A Rome, A Rome S A Sie-Per, A Her S A Bari-Dal, A Bari-Dal, A Sie-Per, F Sar-GoL;

FRANCE (Scott, Od): A Mil H, A Trent S A Ver, A Ver H, F Pisa S F LS-Luc, A Man S A Ver, F LS-Luc, A Mod S F LS-Luc, A Tyr S A Mil.

PAPACY (Anderson, 8d): F Pat-Sie, (A Per S F Pat-Sie)Ir-???, F Ven H, A Bol-Flo, A Flo-Are, G Bol = A;

TURKS (McConnell, 1d): NMR A Pad H(u), F Dal H(u,d), F UA H(u), A Fer H(u), A Cro H(u), A Tre H(u), A Aus H(u), A Car H(u), A Sla H(u).

Orders in brackets fail. b = besieged, d = destroyed, imp = impossible, no = not owned, nao = not so ordered, nau = no such unit, ntb = nothing to besiege, oth = off the board, otm = on the move, R = Rebellion, r-??? = must retreat oth or elsewhere, u = unordered.

Papal A PER must retreat oth or to g, PAT, SPO, or URB.

Orders for Fall 1521 are due next time. Make them good, since France is sitting on 15 cities. Ms Nar demands Press.

EMBASSY BEAT

France to Austria: That worked well..... OH, Say, since you didn't need the 1d, can I have it back, I'm Broke....

Austria to France: Sorry my friend. But when you didn't come through with the 2d I figured you were coming my way. Besides, I didn't want to jus let you waitz to the victory.

Austria to the Pope: I'm not attacking you to let France take the win but because your units and provinces are the closest to mine.

--WBC REPORT (continued from p 2)

Wednesday began with the membership meeting at 0900, then CMS at 1000. This time I took a 2-driver, 1-speed medium and lost a wheel even before the first corner (the heavy that gave me those 6 wheel points got 5 in return). Ms Nar and I did a recce run on the outlet mall and returned to find a message from Ron Fisher awaiting us. Time for BRAWLING BATTLESHIPS - STEEL (BBS -- think of it as NAVAL WAR on steroids with WWI ships) at 1400 where we met Ron in the flesh for the first time. Ron was assigned to one table and I to another. I led after the first hand, and then Ms Nar left, and I got crushed in the next two. Just in time to make UNION PACIFIC at 1700. Won the first game to make the semi-finals (again) but then got crushed. By then I only had about 1.5 hrs until I had to do a demo session for WIZARD'S QUEST (WZQ) at 2200. Then sleep.

Thursday began with my WZQ tourney. Ably assisted by the mighty Ms Nar, we got three qualifying games going. Ron Fisher was at my board and held his own on his first play of the game. I came in second on my board -- good enough to qualify for the Final. Ron was in the 3rd-6th group so was able to do another round of BBS. The Final was over in four turns and I ended up 5th. See my WZQ website in a week or two for more of the gory details. The short final allowed me to get the initial paperwork done and get to MONSTERS RAVAGE AMERICA (MRA) at 1600. I took Tomanagi and lost. At 2000 I went to the ASL STARTER KIT #1 (ASL #1) Demo and was impressed enough to decide to try it in the morning. At 2200 was the final heat of TITAN: THE ARENA; the game was over in 25 minutes and I really wasn't in contention -- didn't get a 1st row bet down and one of my 2nd row bets didn't survive. At 2300 was the squirt gun round of GSR where I won my board with over \$11,000 cash.

Friday morning started with ASL #1. I got paired with an old postal opponent, Alan Dickson, with whom I'd played DRAGON PASS and DARK EMPEROR many a year ago. Ms Nar knew him as "the Selenic Sycophant" since he played the Lunar Empire and I played Sartar. The scenario was "War

---continued on p 4



Gunboat MACHIAVELLI

Time Out!

Winter 1456/57

2004A
pw1Q



COLONIAL DIPLOMACY

"Wide Open Spaces"

Riots in Turkey!

1878

2003I

ea07

ERRATA: Papacy conquered Florence last time so also collected Florence's variable income of 2x2d. 'Twas NAP F IS, not AUS F IS that would earn the ducat if r-GoN. French (A Tur-Swi) should've failed; both the French player and I failed to see it in time, so we'll halt things here.

TROOP MOVEMENTS:

Austrian A CAR must retreat otb or to CARIN, IST, or SLA. Neopolitan F IS must retreat otb or to GoN or MES. Turk F LA must retreat otb or to ALB, DAL, or HER.

AUSTRIA (10d): A ???, A Aus, A Tyr;

FRANCE (13d): F Sar, A Salz, F Pro, A Avi, A Tur;

NAPLES (19?d): F Aqu, F Otr, F Pio, F Bari, F LA, F TS, F ???, F Pal, F LS;

PAPACY (25d): A Pis, A Flo, F Urb, A Per, F Anc;

TURKS (17?d): F ???, F IS, F CM, F Rag, F WM;

VENICE (30?d): A Trent, A Fri, F Cro, A Bol, A Mil, F Car, F UA, A Cre;

AUTONOMOUS: Fer Luc Man Mod Mon Pio Salz Sav Sie Tur

Orders in brackets fail. b = besieged, C = convoy, d = destroyed, imp = impossible, nlo = no longer owned, no = not owned, nao = not so ordered, nau = no such unit, otb = off the board, otm = on the move, r-??? = must retreat otb or elsewhere, u = unordered.

Revised orders for Spring 1457 are due next time. And Press. Ms Nar craves Press. Game transcript and map are on the website.

--WBC REPORT (continued from p 3)

Rats* and while I was shredding Russian (Alan's) butt with my big fire groups, I wasn't advancing fast enough, so the time limit came and I conceded there was little chance of achieving the German victory conditions in the 1.5 turns remaining. Still it was my first full(?) game of ASL in the 15+ years I've had the games. Next at 1200 was BBS (I had to scamper up 3, down 1, up 1 and back to get to the room to get a deck -- and then Ms Nar stomped off saying "her" deck was now polluted and she was going to buy another) and again I got a first round lead only to get stifled -- I actually could have won if a player had drawn the "ghost ship" from the eventual winner rather than from me (cost me 8 VP -- I lost by 6). A couple of hours rest before the GSR semi-final at 1900. I got paired with two of the best, John Pack (the GM) and Nick Smith from England (who I faced in the 2001 Final), and the game went to the time limit, my cash (\$8600) was enough to win but my lost vamp dragged me down (-\$1050) on the breaks, so the victory went to Nick with his eight joints (80%).

Saturday morning began with an unofficial "protest" game of PRINCESS RYAN'S STAR MARINES (which didn't make the cut for the adult section, but still was requested for the Juniors -- kids 12 and under). When we marines broke into the prison, I thought I had a 50:50 chance of winning since I knew she was being held in either Blue 2 or Blue 1. I guessed wrong (so did another guy with a 50:50 chance) so the victory went to the marine that contributed most to the last battle (same guy, which made his odds 75:25 I guess). As an added bonus, I got my rulebook back that got switched with someone else's last year. At 1300 I got into PUERTO RICO and actually won using a Construction Hut/4 Quarry/Factory strategy. At the end I had 20 doubloons unspent and my buildings carried the day since I hadn't shipped a lot. At 1900, using the same strategy, I got crushed by a player that used the Trader a whole lot better than the first guys did. At 2100, I managed to win MRA with biptika and the Air Force, taking out LA before it could be defended, then hitting El Paso, and Roswell. Finally, at 2300 there was SLAPSHOT. My team made it to the playoffs, then lost to a guy that wanted to lose so he could take his sons (also on our table and already eliminated) back to their room and get some zzzs. His battle cry was "I wanta go to sleep!" and it seems most of the time he used it, he won instead.

Sunday morning began with the "Armistice" meeting, where, while I didn't win a door prize, I did get to meet Walt O'Hara, a Borderer from two-three years ago. He came the MRA semifinal, which went way too long due to table talk by the eventual winner, Marv Birnbaum. I came in second, and here's why. My Tomanagi tried to take Cape Canaveral defended by a couple of tanks and failed (I needed just two 5s or 6s in 7 dice) and thus lost some health without picking up 1 health and an infamy chit. So the final monster challenge was Tomanagi with warspikes and 9 health (takes 3 hits to kill) vs Konk with 11 health (takes 3 hits to kill due to warspikes). We each rolled one hit (4 or

---continued on p 9

MIRKWOOD: Anti-Christian rioting has temporarily paralyzed Ottoman troops, affording a chance to regroup to both the Russians and Brits. The Tsar was not so lucky in the Far East as both his units there were mercilessly crushed by Sino-Japanese forces. The Queen's forces were slapped around pretty well too, no thanks to the intel weenie that thought there was a canal across Siam. The Dutch navy has been pushed out of the strategic MP. China is definitely sitting pretty, but how soon will her Japanese and French allies turn on her?

TROOP MOVEMENT

Chinese A KAM retreats to TIB. French A BAN retreats to N.SAM. Britain builds A BOM & DEL and F ADE & MAD. China builds A SIK. France builds F COC & F TON. Holland builds F JAV & SUM. Japan builds A KYO & F KYU. Russia disbands F BLA.

BRITAIN (Nichole): (A Ben-Tib(r-???), A Afg-Tas, (A Kam S A Del-Pun) (F Kar-Per), F Cey-EIO, F Sud-Egy, (F Ban(ec)-AS) (imp. r-???), (F Mal-JS), A Bom-Raj, A Del-Pun, F Ade-RS, F Mad-Hyd;

CHINA (Paulson): A Irk S JAP F SoJ-Via, A Mac-P.Art, A Pek-Mac, A Ass-Ben, (A Pun-Kam(r-???), (A Tib S A Pun-Kam), A Can-Yun, A Sik-Kag;

FRANCE (G. Wilson): A U.Bur S CHI A Ass-Ben, A N.Sam S HOL F Ran-Ban(wc), F HK-SCS, F Ann-GoS, F Coc-S F Ann-GoS, F Ton-Ann.

HOLLAND (Anderson): A Dav-Ceb, F CS-Dav, (F Sin-Mal), F EIO-GoM, (F MP H(r-???), F Ran-Ban(wc), (F Jav-JS), F Sum-AS;

JAPAN (Quigley): F SoJ-VIA, A Seo S F SoJ-Via, F For-MP, F ECS-For, F UP S F For-MP, F Yel S CHI A Mac-P.Art, A Kyo-Kyu, F Kyu-ECS; nso

RUSSIA (Copeland): (A Syr S TUR F Med-Egy) (r-???), A Mos TSR Kra, A Ode-Mos, (A Via S F P.Art-Mac(d), (F P.Art-Mac(d);

TURKEY (Boyum): NMR A Tab H(u), A Bag H(u), F Med H(u), F Ang H(u), F Con H(u), F Per H(u).

British A BEN must retreat otb or to LUC or NEP. British F BAN(ec) must retreat otb or to CAM. Chinese A KAM must retreat otb or to AFG or NEP. Dutch F MP must retreat otb or to MNA, LP, or LS. If both A BEN and A KAM are ordered to retreat to NEP, both die.

Orders in brackets fail; d = destroyed, imp = impossible, otb = off the board, nso = not so ordered, r-??? = must retreat somewhere, u = unordered.

Due next time are retreats and orders for 1880. And press. Ms Nar craves press.

EMBASSY BEAT

France -> Britain: Geez, you have a strange need for attention. You start off by attacking Turkey, China, and France, and then top it off by threatening Holland. Enjoy your 12 centers. In a few turns, you'll be looking back on 1876 as your "glory years".

France -> Turkey: You push from your end, we'll push from ours. Dibs on Bombay!

Russia to ALL - The Imperial courts of Turkey and Japan have seen fit to send emissaries to the lowly court at St. Petersburg. The result is their complete use of the Russian forces east of Estonia. The rest of the world will now witness how helpful a Russian ally can be. It is still not too late for your empire to retain the services of these Russian armies. All reasonable offers will be considered. Send your requirements to Russian Foreign Minister Without Portfolio, Count Rusaki Hadenov-Already. Don't be the last one in your hemisphere to own a genuine Russian Army! For an extra twelve rubles we can get you a fleet!

CLASSIFIEDS

The United States Embassy reports that Japan's Emperor is incensed at the new Dutch leader's refusal to honor the previous Dutch Viceroy's agreement to split the Philippines with Japan. In the Japanese Capital the new term for any "deal" with Holland is called a "Dutch Treat". Other world leaders have shared their experiences with the Dutch and the new term seems to have taken hold.



MAHARAJA

Turn 9
Muslims!



THE CAST:

Rudy Zodda: Green
Paul Barrett: Yellow

Dave Anderson: Purple
Wayne Morrison: Blue

Score: Yellow 44, Purple 22, Blue 17, Green 6.

TURN 9

Last Gupta becomes extinct.

BOARD:

Pandya (1.5): 1A @ Kerala.

Marathas (2): 2A @ Bundelkhand, Maharashtra; 1A @ Andhra, Gujarat, Khandesh.

Cholas (2.5): 1A, (2A, L) @ Malabar.

Sinhalese (1.5): 3A @ Mysore; 1A @ Golconda, Karnatak.

Rajputs (0): 2A @ Bihar, 1A @ Agra, Bhutan, Delhi, Lahore, Kashmir, Oudh, Punjab.

Muslims (0): 8A Afghanistan, 2A @ Baluchistan.

Pandya (1.5): Grow 1 pp. Hold.

Marathas (2): Grow 3.5 pp. Add 1A @ Andhra. Holds.

Cholas (2.5): Grow 0.5 pp. Add 1A @ Malabar; Rajaraja & 2A appear @ Malabar. 1A Malabar-Bijapur, 1A Malabar-Indian O-Sinhala, 1A L Malabar-Indian O-Lanka.

Sinhalese (1.5): Grow 2.5 pp, but nothing in force pool. 3A @ Mysore to Malabar (5,3,3:5 -1 Sinhalese, Sinhalese r-Mysore).

Rajputs (0): Grow 7.5. Add 1A @ Punjab & Kashmir. 2A Kashmir-Gandhara, 1A Delhi-Punjab, 1A Lahore-Punjab, 1A Agra-Delhi, 1A Bihar-Jaunpur-Oudh, 1A Bhutan-Jaunpur.

Muslims (0): Grow 1 pp. 4A Afghanistan-Gandhara (6,6,6,6:5,2 -1 Muslim, -2 Rajput), 1A Baluchistan-Sind, 1A Baluchistan-Sind-Rajputana, 2A Afghanistan-Gandhara-Kashmir, 1A Afghanistan-Baluchistan, 1A Afghanistan-Baluchistan-Sind

Cholas score 12 VP.

Score: Yellow 44, Purple 35, Blue 17, Green 6.

TURN 10

BOARD:

Pandya (2.5): 1A @ Kerala.

Marathas (2.5): 2A @ Andhra, Bundelkhand, Maharashtra; 1A @ Gujarat, Khandesh.

Cholas (2): 1A, L @ Lanka; 1A @ Bijapur, Malabar, Sinhala.

Sinhalese (1): 2A @ Mysore; 1A @ Golconda, Karnatak.

Rajputs (1.5): 4A @ Punjab; 2A @ Oudh; 1A @ Bihar, Delhi, Jaunpur.

Muslims (1): 8A @ Afghanistan; 3A Gandhara; 2A @ Kashmir, Sind; 1A @ Baluchistan, Rajputana; Aybak @ ???.

Mughals: 4A @ C Asia

Pandya (2.5): Grow 1 pp. Add 1A @ Kerala. ...

LEGEND: A = Army, F = factory, L = leader, pp = population points, r-??? = retreats to ???, w-??? = withdraws to ???

Game transcript and map are posted on the website.



BRITAIN

"Frisian"
Turn 1X



The Cast: Nations in Italics are extinct, in parentheses are not yet in play.

A (Hanna): *Romans, R-Bs*, (Norsemens, Norwegians)

B (Anderson): *Welsh, Jutes*, (Normans)

C (Buttita): *Brigantes, Caledonians*, (Danes)

D (Boyum): *Picts, Irish, Angles*

E (Frueh): *Belgae, Scots, Saxons*, (Dubliners)

Score: A(45), C(37.5), B(37), E(31), D(27)

TURN 1X

Board:

Welsh (B, 1.5): 4A @ Powys; 1A @ Clwyd, Cornwall, Devon, Gwent.

Brigantes (C, 2): 2A @ Cumbria, Galloway.

Picts (D, 2): 3A @ Alban; 2A @ Skye; 1A @ Mar, Moray.

Caledonians (C, 2): 1A @ Caithness, Hebrides.

Irish (D, 1.5): 2A @ Chester, Downlands, Gwynedd; 1A @ Atlantic, Dyfed.

Scots (E, 1): 1A @ Dalriada, Orkneys.

Saxons (E, 2): 3A @ Lindsey; 1A @ Avalon, Essex, Hwicce, Kent, S Mercia, Sussex, Wessex.

Angles (D, 1): 4A @ Strathclyde; 2A @ Dunedin, Pennines; 2R @ Suffolk; 1A @ Bernicia, Lothian, Norfolk, N Mercia, Oswiu?

Brigantes (C, 2): Grow 1.5 pp. Add 1A @ Galloway. 2A Galloway-Lothian (1,1:2 Angle r-Bernicia), 1A Cumbria-Galloway.

Picts (2): Grow 2 pp. Add 1A @ Moray. 1A @ Skye-Dalriada, 2A @ Alban-Dalriada (4,4,1:5 -1 Pict, -1 Scot), 1A @ Moray-Skye.

Caledonians (2): Grow 1 pp. Add 1A @ Caithness. Hold.

Irish (1.5): Grow 3.5 pp. Add 1A @ ...

Score: A(45), B(39), C(37.5), E(31), D(27)

Welsh (B, 1.5): 4A @ Powys; 1A @ Clwyd, Cornwall, Devon, Gwent.

Brigantes (C, 0.5): 2A @ Galloway, Lothian; 1A @ Cumbria.

Picts (D, 1): 2A @ Dalriada, Skye; 1A @ Alban, Mar, Moray.

Caledonians (C, 0): 1A @ Caithness, Hebrides.

Irish (D, 1.5): 2A @ Chester, Downlands, Gwynedd; 1A @ Atlantic, Dyfed.

Scots (E, 1): 1A @ Orkneys.

Saxons (E, 2): 3A @ Lindsey; 1A @ Avalon, Essex, Hwicce, Kent, S Mercia, Sussex, Wessex.

Angles (D, 1): 4A @ Strathclyde; 2A @ Bernicia, Dunedin, Pennines; 2R @ Suffolk; 1A @ Norfolk, N Mercia, Oswiu?

Legend: A = infantry army, C = cavalry army, F = fort, L = legion or leader, pp = population point, R = raider, r-??? = retreats to ???, w-??? = withdraws to ???, (*) = in melee, _#_ = attack by/against cav/legion

Current map and transcript can be found on the website.



BLACKBEARD

Turns 32-43



THE CAST:

1. (Barrett) Portugues, Sloop
2. (Zodda) Davis, Sloop
3. (Bargender) Teach, Sloop
4. (Martin) Rackham, Schooner.

STATUS:

#	Captain	Ship	Hex	Spd	Cht	Not	Cum	Unr	NW	H1	H2	Hostage	Attk
1	Portugues	Sloop	J16A	+3	4	19	3	8	212	--	--	--	F
2	Davis	Sloop	S19A	+3	6	11	5	5	0	30	60	33	NP
1	Herdman	KC	DD20	3	13sc								
3	Teach (sc)	Sloop	Q22	+3	4sc	4	3	3	0	45	--	--	B
4	Rackham	Scnr	G6gc	-2	5	0	2	7	0	--	--	--	--
3	Hornigold	KC	V20	4	12sc								

The Board:

Guvs: Pro: 35, 46, 53, 31
 Merchants: Q22, Q22, 66, 54, 16
 Warships: B7 @ D19

Anti: 24, 54, 64

Destroyed Port: 14, 32

Turn	Player	Action	Draw
33	1	BP refits in Pirate Haven	51
34	4	JR moves 1-2 to H6, searches no sighting	46, 13
		Random event, Reshuffle. Scurvy worsens, Cpts OK	56
		Draw KC = Rhett	13
		Random event, Reshuffle. Scurvy worsens, Cpts OK	66
		King's Pardon (British); Davis is ineligible	55
35	4	JR moves 2-2 to I7, searches no sighting	13, 23
36	1	BP weighs anchor, sails 6+3 to P19, search = no	52, 22
37	1	BP sails to 4+3 Q22, search = 1 merchant	61, 21
38	1	BP attacks Sp 3: 6+3+4-3 < 11, BP takes 1 dam; BP (3) OK	64, 26
		Draw new Merchant @ 26	16
39	1	BP attacks Sp 3: 5+3+4-3 > 2, 30 to H1, N +4	44
		hostage 4+3+0 < 10 = no; no D&R	14, 32
40	1	BP attacks S7: 5+3+4-7 < 7, BP takes 2 dam; BP (2,4) OK	*D
41	2	HD sells loot @ 35, NW +99	46
42	4	JR moves 3-2 to H6, search = no	24, *A
		Merchant appears at 54	54, 63
		Merchant appears at 63	65
		Draws warship @ 33	33, *C
		Draw 2 merchants @ 31	31, 56
43	4	JR moves to I7, search = no	*B, 34
44	2		

STATUS:

#	Captain	Ship	Hex	Spd	Cht	Not	Cum	Unr	NW	H1	H2	Hostage	Attk
1	Portugues	Sloop	Q22	+3	3	23	3	6	212	30	--	--	FS
2	Davis	Sloop	S19A	+3	6	11	5	5	99	--	--	33	NP
1	Herdman	KC	DD20	3	11sc								
3	Teach (sc)	Sloop	S19	+3	2sc	4	3	3	0	45	--	--	B
4	Rackham	Scnr	I7gc	-2	5	0	2	7	0	--	--	--	--
3	Hornigold	KC	V20	4	10sc								
4	Rhett	KC	Box1	5	13								

The Board:

Guvs: Pro: 35, 46, 53, 31
 Merchants: Q22 (S7), Q22, 66, 54, 16, 26, 54, 63, 31, 31
 Warships: B7 @ D19, 33
 Destroyed Port: 14, 32



KINGMAKER

"King of Pain"

TURN 6

KOP

The Cast:

THE MAD HUNGARIANS (Dowrey): Percy (100), Lieutenant of Ireland (250), Archbishop of York (30), Bishop of Durham (30), Burgundian Crossbowmen (30), Carlsbrooke, Northampton (20). Event cards (2), Crown Cards (5).

THE CALIFORNIA CONNECTION (Scott): Pole (30), Chancellor of England (50); Scrope (10), Earl of Wiltshire (30), Chancellor of Cornwall (150), Swansea (20), Leicester (20); Holland (20), Duke of Lancaster (30), Holland (20). Event cards (3), Crown Cards (2).

KNIGHTS OF THE PRIVY POT (Deb Anderson): Mowbray (50), Treasurer of England (50), Bishop of Carlisle (30), Burgundian Crossbowmen (30), Le Swan, Lancaster (20); Hastings (10). Event cards (2), Crown Cards (5).

THE STAFFORDSHIRE QUARTERSTAFFS (Shacklett): Stafford (30), Chamberlain of Chester (250), Scots Archers (20), Le Lucas, Nottingham (20); Neville (50); Audley (10), Roos (20). Event cards (2), Crown Cards (2).

WESTERN FRONT (Martin): Howard (10), Duke of Exeter (20), Archbishop of Canterbury, Le Rose, Bristol (30), Coventry (20); Clifford (10), Earl of Worcester (30). Event cards (3), Crown Cards (3).

Turn 6 Movement

The Mad Hungarians activate Fitzalan at Chirk who then moves ShrewsburyCoventry-JJ-JI-Fothering Hay: Percy et. al moves Kk-Jk-Fothering Hay. TCC moves his mob Ho-Hp-lq-Fothering Hay. Stafford and George EI-DI-Ca-Cr-Cq. Neville boards Le Lucas. Audley Na-Oe-Of-Pk. Mowbray gains Flemish Crossbowmen (2). Hastings & Mowbray Ne-Nc and blocked by Roos. Berkeley, Grey, Clifford & Howard at Berkeley(FI) board Ship Le Rose at Bristol and move to K5.

Combat: Percy & Fitzalan (210) vs Holland, Scrope, Pole, & Duke of Lancaster (220) vs Fothering Hay (200). Hastings and Mowbray (190) vs Roos (20)

NOBLES: Audley @ Pk; Berkeley, Clifford, Grey & Howard @ Le Rose; Roos, Hastings & Mowbray @ Nc; Neville @ Le Lucas; Percy, Fitzalan, DoL, Holland, Pole, & Scrope @ Fothering Hay.

SHIPS: Le Lucas @ Milford Haven, Le Rose @ K5, Le Swan @ S30

HEIRS: King Henry @ Fothering Hay w/ Pole, Margaret @ Fothering Hay w/ Percy, Edward of Wales @ Kenilworth, Richard of York @ Fotheringhay, Edward of March @ Carlsbrooke, Edmund of Rutland @ Beaumaris, George @ Cq w/ Stafford, Richard of Gloucester (RIP).

We pause here to allow cooler heads to negotiate. Due next time are combat orders for Turn 6.0

--WBC REPORT (continued from p 4)

better) on one of our two dice each time -- he went first and score 3 hits first. Had I stomped Cape Canaveral, I'd've had 10 health and an infamy chit -- it would've take 4 hits to kill me and I'd've had an extra roll. Or if I'd scored two hits on the 1st round, ... maybe it's for the better, since the three other finalists were mumbling about "getting" our winner for delaying them so -- 'twas 1230 ere we were done and the Final should've been half over by then. And Ma Nar wanted to get back to the outlet stores to get some dinner ware. Anyway, we topped off the gas and departed shortly after 1300, passed Hunt Valley at 1500, stayed on the other side of Roanoke, and got home around 2000 Monday 8 Aug. Something like 2300 miles in 1 week and 12 hours.

HOTEL OBSERVATIONS:

The Lancaster Host vs Hunt Valley Marriott

The Lancaster wins for price, pool(s), available space, in-hotel food pricing, nearby family attractions, shopping, gas prices.

HV Marriott wins for availability to airports (although I heard the light rail to HV was going to be closed for 2 years while they build a parallel track), to distance from FWB, newer infrastructure and lack of stairs.

Its a draw on nearby eateries and parking.

---continued on p 15



FRUEH IS MISSING

OR 6c & SR 7

FIM

OR 6c (concluded)

C&O plays tile #19(sw) in G3. Runs H10-H16-H18-G19 (\$210). Withholds. Buys 5-train from PA for \$555. Stock drops to 130B.

PLAYER STATUS: Cert limit is 13

Bailey: \$467, 3 B&O*, 3 C&O, 2 NYC, 1 PA, 1 B&M

Hanna: \$2100, 6 NYNH&H*, 6 NYC*, 2 B&M, 1 PA, 1 B&O

Bolduc: \$1378, 6 CP*, 3 NYNH&H, 2 PA, 1 B&O, 1 B&M, 1 NYC <Priority>

Copeland: \$773, 6 C&O*, 5 PA*, 2 CP, 1 NYC

Zieske: \$1318, 6 B&M*, 2 Erie*, 2 CP, 1 B&O, 1 C&O, 1 NYNH&H, 1 PA

CORPORATE STATUS

Corp	Pres	Price	Par	IO	Pool	Cash	Trains	Tokens
PA	RC	D130	--	0	0	680	-	H12, H10, G19S, 1
NYNH&H	CH	D120a	--	0	0	32	45	G19N, F22
B&M	PZ	D120b	--	0	0	60	45	E23, F22
CP	PB	D110	--	0	0	148	6	A19, B16, 2
Erie	PZ	A100	100	8	0	(1000)	--	(E11), 2
NYC	CH	F75	--	0	0	210	6	E19, H16, 2
B&O	CB	150y	100	2	2	779	4	I15, G19N, 1
C&O	RC	130r	--	0	0	3	45	F6, H10, 1

SR 7

Bolduc buys 1 Erie (-\$100) -- at limit.

Copeland passes. Zieske buys 1 Erie (-\$100)

Bailey buys 1 B&O from pool (-\$50)

Hanna, Bolduc, & Copeland pass. Zieske buys 1 Erie (-\$100).

Bailey buys 1 B&O from pool (-\$50).

Hanna, Bolduc and Copeland pass.

Zieske buys 1 Erie (-\$100), Erie floats.

Bailey, Hanna, and Bolduc pass.

Copeland ...

PLAYER STATUS: Cert limit is 13

Bailey \$367 5B&O* 3C&O 2NYC 1PA 1B&M (4)

Hanna \$2100 6NYNH&H* 6NYC* 2B&M 1PA 1B&O (13)

Bolduc \$1278 6CP* 3NYNH&H 2PA 1B&O 1B&M 1NYC 1Erie (13)

Copeland \$773 6C&O* 5PA* 2CP 1NYC (7)

Zieske \$1018 6B&M* 5 Erie* 2CP 1B&O 1C&O 1NYNH&H 1PA (12)

CORPORATE STATUS

Corp	Pres	Price	Par	IO	Pool	Cash	Trains	Tokens
PA	RC	D130	--	0	0	680	-	H12, H10, G19S, 1
NYNH&H	CH	D120a	--	0	0	32	45	G19N, F22
B&M	PZ	D120b	--	0	0	180	45	E23, F22
CP	PB	D110	--	0	0	148	6	A19, B16, 2
Erie	PZ	A100	100	4	0	1000	--	(E11), 2
NYC	CH	F75	--	0	0	210	6	E19, H16, 2
B&O	CB	150y	100	2	0	779	4	I15, G19N, 1
C&O	RC	130r	--	0	0	3	45	F6, H10, 1

The Bank has \$4,552.

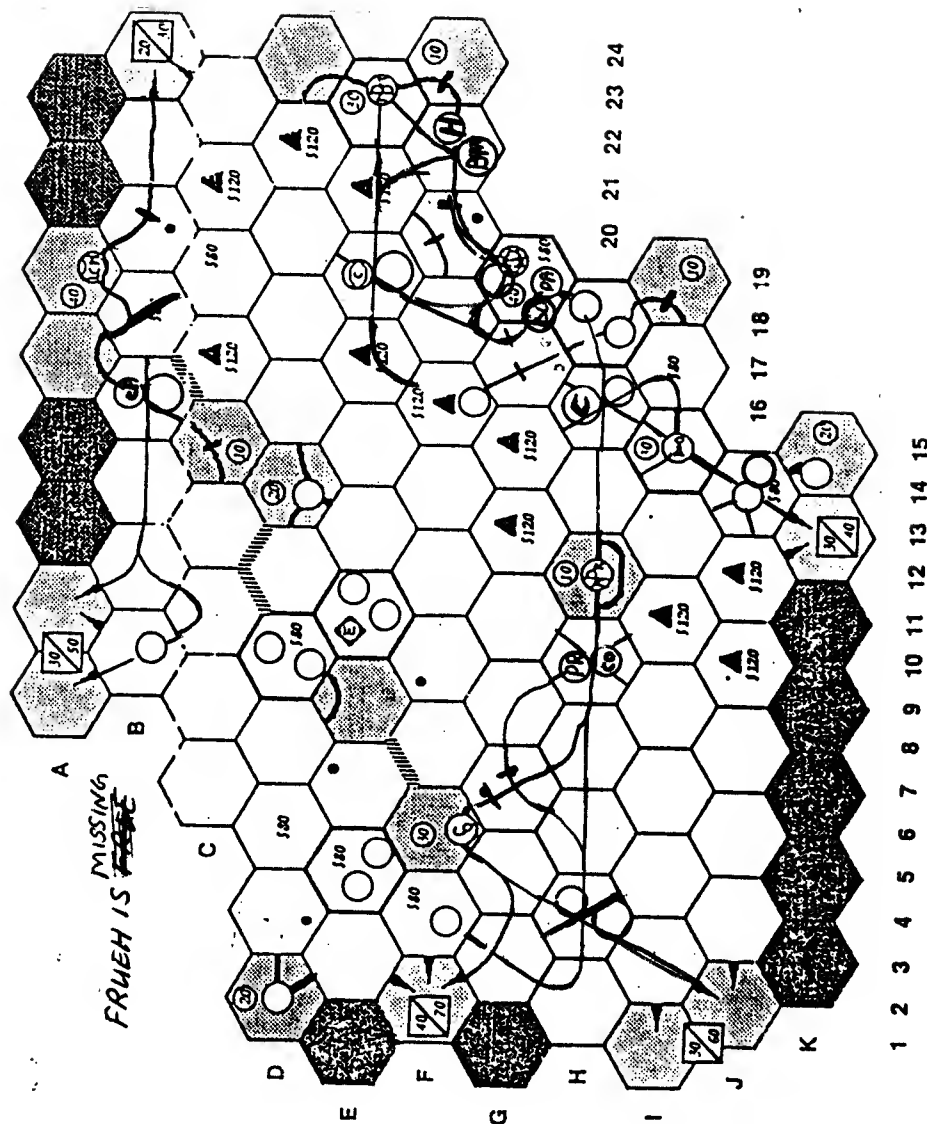
AVAILABLE TRAINS: DDDDDDD...

AVAILABLE TILES:

Yellow: 3(2), 4(2), 7(1), 8(6), 9(4), 55(1), 56(1), 57(4), 58(1)

Green: 16(1), 18(1), 19(0), 20(1), 23(1), 24(2), 25(0), 26(1), 27(0), 28(1), 29(1), 59(2)

Brown: 39(1), 40(1), 41(2), 42(1), 43(2), 44(1), 45(2), 46(2), 47(1), 64(1), 65(1), 66(1), 68(1), 70(1)





JUNTA COUP ATTEMPT!! Year 4



THE CAST: (and Table order)

Rick Copeland (Martini)
Chuck Hanna (Shades)
Wayne Morrison (Mustache)

Dave Anderson (Hat)
John Butitta (Stickpin)

TURN 4 Coup (continued)

Combat 1: Hat has the gunboat shell Palace Guards at Cathedral (6,3,3 -1 Gd) and assigns all three air strikes to Cathedral as well (2,2,2,6,6,6,5,4,1,6,6,5,4,3,3,2,2,1 = 5 hits, -3 Gds). Hat has Dockers fire at the Cops (5,3 n/e), then Cops (4,2,2,1 n/e), then Marines (4 n/e). Volley 2: Cops (5,5,4,1 n/e) vs Marines and Strikers (5,4,3 n/e). Volley 3: Cops (5,5,5,4 n/e) vs Marines and Strikers (5,3,2 n/e). No retreats.

Movement 2: Mustache moves 1st Brigade to Dockyards. Hat moves all strikers to Tracks. Shades moves the 2nd Brigade to University City. Stickpin moves 3rd Brg to Wealthy Neighborhood.

Combat 2: Marines and gunboat fire at Cops (6,5,4,3 = 1 hit). Cops and 1st Brigade may return fire.

PRESS:

Radio Free WBAN reporting: Freedom loving strikers seeing all government forces moving to their position promptly left moving to the train tracks.

In other news - The marines are urged to continue to fight the good fight even though they are outnumbered 10 to 1. Mustache this is your chance to turn rebel and end this. El Presidente is finished!!!! Join the fight for freedom and more foreign aid for you!!!!

BOARD: * indicates first fire opportunity, locations in italics are objective areas

Stickpin: REBEL: 3rd Brgd CO: 6xTroops (Wealthy Neighborhood)

Mustache: Minister, 1st Brgd CO: 6xTroops (Docks), 4-1 cops (Docks)

Martini: El Presidente: nada

Hat: REBEL: Air Force CO, Admiral: Gunboat (River), Marines (Docks*), Paratroops (Radio Station 5xStrikers (Tracks))

Shades: 1st REBEL: 2nd Brgd CO: 6xTroops (University City)

STATUS: The Bank is not safe. There is a Coup.

Martini: El Presidente (1v), Bankers (7v), Peasants (3v), Socialists (5v), 3C, 08

Hat: Air Force CO, Admiral (2v), Conservatives (8v), Radicals (3v), Christian Democrats (5v), 2C, 08

Shades: 2nd Brgd CO (1v), Labor Union (5v), 2C, 08

Stickpin: 3rd Brgd CO (1v), 4C, 08

Mustache: Minister, 1st Brgd CO (2v), The Church (10v), 3C, 08

Due next: Coup Phase 2 Combat and Coup Phase 3 movement starting with Martini.

You have _ MP in hand and _ MP in the Bank.

--"Chryses" (continued from next page)

RI: Pal(c,f), Tar, Yel(2,C,f); **RII:** Che, GPC, Mek, SiK, Wei(C,RM), **RIII:** GaD(C), ...

WI: LTY2(f,C), Zag.

Fleets: EMS(O), WMS(A), Red(g)

Game transcript and map are posted on the website.

Due now are orders for the rest of the Epoch.

IMPORTANT: Look ahead a bit and if you occupy (or plan to occupy) the starting territory of an Epoch III empire or minor, send retreat instructions.



HISTORY OF THE WORLD CHRYSES EPOCH III-III



TAK CAST:

Azure: Martin
Orange: Anderson

Ebony: Nichols
Purple: Zieske

Green: Wilson
Red: Morrison

EPOCH II:

SCORE (VP/SP): P(32/10), O(20/13), R(18/10), G(12+/11), E(10/13), A(9+/5+)

SCYTHIANS (G): Play "Civil War" @ Lin (5,3:1 -1PII,c +1GI), UIn (6,2:2 -1PII,C +c, 1GI) & GaV (5,2:5; 6,4:6; 5,1:3 -1PII, +1GI). Play 1A @ Cau (1EII r-EAn), 4A @ EAn (5,4:5,5; 3,2:6,5; 1,1:5,3; 4,1:5,4; 5,5:3,1; 5,1:4,1 -2EII,c,3GIII), 1A @ Lev (3,2:2 -1PVI,C +c), UTI (5,2:4 -1EII,C,Religion +c). Score: 12 + c(3) + M(1x2 +2) + Mid E(D=6) + India (D=4) = 30.

CARTHAGINIA (A): Play "Disaster by the Sea" @ Lev (-PM,c), "Barbarians" @ Tibet (UIn 5,1:6 n/e), 1A.C @ Sha, 1F @ WMS (5,4:5; 6,5:5 -PF), 2A @ Lib (3,1:6; 4,3:2 -1AII, -1OII), 4A @ Nil (2,1:6; 5,1:5; 5,4:6; 3,2:6; 4,1:1 -3AII, -1PI,c). Score: 9 + C(1x2) + M(1x2) + S(1) + N Afr(D=4) = 18.

PERSIA: No show.

SCORE (VP/SP): P(32/10), G(30/11), O(20/13), R(18/10), A(18/13), E(10/13)

BOARD:

AII: Lib, NIKAM, Sha(C).

EL: Con, ESt, Hin, SAF, Tur, WSt; **EII:** BSb, CEu, Dni, LRh, NEP.

GI: EGH, GaV, Lin(GM), PPI, PSD, UIn(c,PM), WDe; **GII:** Cau, EAn, Lev, UTI(c).

OI: MTY2,C,f; **OII:** Bal, Cre(c), Mor(C, Commerce).

PI: Nub, UNI(c,f); **PII:** GaD, Mal; **PVI:** SiB

RI: Pal(c,f), Tar, Yel(2,C,f); **RII:** Che, GPC, Mek, SiK, Wei(C,RM).

WI: LTY2(f,C), Zag.

Fleets: EMS(O), WMS(A).

EPOCH III:

Purple holds. Red holds. Green holds. Orange passes to Ebony. Azure holds. Ebony must pass to Orange.

<ELTS (E): Play 1A @ CEu (1EII r-LRh*), NGa, WGa, Dal, CMA, Alb (EM*), Hig, Ire. Score: 10 + M(1x2) + India(P=3) + S Eur(P=3) + N Eur(D=2) = 20.

*No retreat or monument build ordered. GM determined both randomly.

MAKEDONIA (G): Play "Leader", 1A,C,"Law",GM @ Pin, 1F @ EMS (5,2,1:5; 6,4,2:5 -OF), 2A @ Mor (2,1,1:5; 6,2,2:1 -1GIII,1OII,C +c, move Commerce to Pin), 1A @ Nil (6,5,2:4,2 -1AII), Nub (6,6,4:1 -1PI), 4A @ Sha (4,2,2:6,2; 5,3,1:6,4; 2,1,1:6,3; 6,6,4:4,3 -3GIII, -1AII,C +c, -AF @ WMS), 1F @ Red, 1A @ Dal (2,1,1:1 -EIII), CEu 6,2,1:4,3 -1EIII), 1A @ SiB (5,3,3:6,1 -1GIII), 1F @ Pin. Score: 30 + Law(1) + Commerce (1) + C(1x2) + c(4) + M(2 + 2x2) + S(2) + Mid E(D=6) + N Afr (D=4) + Ind D=6) + S Eur (D=6) + N Eur (P=1) = 65.

MARYA (A): Play 1A.C @ GaD, ...

SCORE (VP/SP): G(65/26), P(32+/10+), O(20+/13+), E(20/21), R(18+/10+), A(18+/13+)

BOARD:

AII: Lib.

EL: Con, ESt, Hin, SAF, Tur, WSt; **EII:** BSb, Dni, LRh(2), NEP; **EIII:** Alb(EM), CEu, CMA, Hig, Ire, NGa, WGa.

GI: EGH, GaV, Lin(GM), PPI, PSD, UIn(c,PM), WDe; **GII:** Cau, EAn, Lev, UTI(c); **GIII:** Dal, Mor(c).

NI(AM): Nub, Pin(C,GM,f, Law, Commerce), Sha(c)

OI: MTY2,C,f; **OII:** Bal, Cre(c).

PI: UNI(c,f); **PII:** Mal(2); **PVI:** SiB

---continued on previous page



KREMLIN

Talksallott Dies
Turns 6.1-6.4



CAST:

Paul Bartlett: Bolsheviks Against Russian Treason (BART), 1 card
Mike Scott: The California Connection (TCC), 2 cards, 2 waves
Dave Anderson: Decaying Licentious Antiquarians (DLA), 2 cards
Rudy Zodka: Red Zealots (RZ), 3 cards
John Butitta: Proletariat Worker's against Imperialism (PWI), 3 cards
Cary Nichola: Re-Education Development Society (REDS), 0 cards

POLITBURO:

Party Chief:	Talksallott (J)	80?+ #20	TCC(8), DLA(7), RZ(6), PWI(2)
KGB Head:	Satin (O)	72w?+	REDS(10), DLA(1)
Foreign Minister:	Boremtodev (K)	66s	
Defense Minister:	Karrienko (N)	80	TCC(1)
Ideology Chief:	Protaky (U)	56w	
Industry Minister:	Patina (S)	61?	REDS(2)
Economy Minister:	Nogoodnik (V)	55s	REDS(5)
Sport Minister:	Krakemheda (E)	79?+O	RZ(4), PWI(3)
Candidates: DGMQR		People: CF(DLA 2)WY(REDS 1)Z(DLA 1)	
The Wall: ABHPTX		Siberia: I(DLA 2)L	

TURN 6a

6.1 CURE PHASE: Party Chief Talksallott remains at work, ages 3 SP to 83 for being PC, sick at work, and under investigation. KGB Head Satin remains at work and ages 3 SP to 75 for being weak, sick, and under investigation. Ideology Chief Protaky ages 1 SP to 57 for being weak. Industry Minister Patina ages 1 SP to 62 for being under investigation. Sports Minister Krakemheda ages 1 SP to 80 for being under investigation.

6.2 FURGE PHASE: KGB Head Satin attempts to purge Party Chief Talksallott and (13) fails, aging 3 SP to 78.

6.3 SPY INVESTIGATION PHASE: Defense Minister Karrienko opens investigation on U & V and condemns Q, aging 4 SP to 84.

6.4 HEALTH PHASE:

Party Chief Talksallott (83) drinks "2" too many glasses of vodka and dies.
KGB Head Satin (78) smokes "11" Cuban cigars and grows ill (++)
Foreign Minister Boremtodev (66) swims "19" laps daily and remains healthy.
Defense Minister Karrienko (84) orders "17" submarines and remains healthy.
Ideology Chief Protaky (57) dates "2" coeds and grows ill.
Industry Minister Patina (62) has "1" stroke, grows ill.
Economy Minister Nogoodnik (55) shoots "18" flying squirrels and remains healthy.
Sport Minister Krakemheda (80) plays "3" hours of shuffleboard and grows ill

Due next time: Orders for Turn 6 Funeral Commission through Parade Phases. Foreign Minister Boremtodev must nominate either Satin or Karrienko (default) to be Party Chief. Vote!

POLITBURO:

Party Chief:	<Vacant>		
KGB Head:	Satin (O)	78w?++	REDS(10), DLA(1)
Foreign Minister:	Boremtodev (K)	66s	
Defense Minister:	Karrienko (N)	84	TCC(1)
Ideology Chief:	Protaky (U)	57w?++	
Industry Minister:	Patina (S)	62?++	REDS(2)
Economy Minister:	Nogoodnik (V)	55s?	REDS(5)
Sport Minister:	Krakemheda (E)	80?++O	RZ(4), PWI(3)
Candidates: DGM R		People: CF(DLA 2)WY(REDS 1)Z(DLA 1)	
The Wall: ABHJPTX		Siberia: I(DLA 2)LQ	

LEGEND: s = strong, w = weak, + = sick, ++ = sick, O = Cure, ? = under investigation, _ = position is vacant, #xx = card in play

AoR

THE KNIGHTS TALE

G Speaks!
Wrap Up



GENOA (Copeland): First, I want to sincerely thank all the players for participating in this game. I hope you had as much fun playing as I did. Rematch, anyone?

Though I would like to claim that my victory in this game was due to my genius, cunning, and skill, that is not the case. I simply got the right cards at a critical moment in the play. At the beginning of the game I got stuck playing Genoa and I held no commodity cards, so I had no real idea which direction to expand. Barcelona (John) jumped to an immediate lead and was quickly followed by Paris (Mark). Fortunately, the leaders in this game tend to get all the bad karma cards thrown their way and it makes their job tougher. I remained stuck way behind the leaders. For example, I was the last to get Seaworthy vessels. Whatever tactic I tried, John was there before me or Mark countered. Chuck was also making better decisions in this game than in his first one. My lucky break came around turn 6 when I drew two wine commodity cards. I attacked all the wine provinces I could and captured them all but one! Again my frustration with John, who took one wine province from me. I still don't know why. He had no wine card so why attack a wine province? Anyway, next turn I bid negative 2 tokens to assure I would go first and be able to play my two wine cards for a tremendous payoff. It was wonderful, but it really only served to catch me up with Mark and John. From that point I just tried to capture as many of the Silk and Spice provinces as I could and so reduce my opponent's final payoffs.

Although GM Bolduc writes that this was an easy win for me, I disagree. I really had to work hard for this one and have a bit of luck come my way. Thanks though, for the great GM job.

GM: OK, I recant. Only the endgame was easy.

--WBC Report (continued from p 9)

The big bitch Ms Nar (and I too, frankly) had was all the fracking stairs. From the main lobby we had to go down a half flight of stairs, along a passageway for 50 yds, then up a half flight of stairs to get to our room. To get to the main wargame area (and CMS and BBS) we had to go to the lobby, then down a flight of stairs. To get to the other gaming areas, it was go to the lobby and down a flight of stairs, but the sole elevator in the place did service that area -- except that there was another half flight down to the computer gaming and RAIL BARON area. The only unavoidable stairs I remember at HV was the passage to Frankie & Vinnie's.

GAMES BOUGHT

Ms Nar bought BBS (two of them), *TICKET TO RIDE* (TTR), and *BATTLEGROUP* (NAVAL WAR on steroids) and preordered *SLAPSHOT*. I bought AS #1, and *LAST HURRAH*. Had I won MRA, I'd've sprung for *TWILIGHT IMPERIUM* (list price \$79.95, Con price \$80). Also thought about *PRIMORDIAL SOUP* (list \$50, Con price \$40) and *MONSTERS MENACE AMERICA* (MMA, list \$50, Con price \$40).

NEW GAMES INTRODUCED:

There didn't seem to be a "must play" game this year (like TTR last year, PRO the year before, and MRA way back when) although I may have missed it -- from the above you will note I didn't get much free time. I didn't get to play MMA since I had a MRA board and got pressed into playing it, but I did see the game and got to read the rules. MMA is a dumbed-down version of MRA. The hexes are bigger and it plays faster. There are only 6 monsters to choose from (instead of 8 in MRA) and only Konk and Tomanagi made the translation. There are no more health chits (keep track on the monster's chart), no more money (military can deploy so many units per turn plus a guard or forfeit all for a guaranteed research card), all the units are three-dimensional, NY is only a 3d health, you chose monsters before military, Mechamonster and Super Colossal Guy (now Capt Colossal) can only be challenged at the end of the monster challenge. Monsters only have a choice of three starting points, but can pick which of the three to start at without dicing. For instance, Tomanagi can no longer start on the West Coast since his starting points are two on the East Coast and one in the Gulf.

Also got to read the rules for *PRIMORDIAL SOUP*, a translation from the German game "Ursuppe". Reminded me a lot of EVO, except it's at the aemoba level rather than the dinosaur level. A lot of small wooden blocks, rings, and things reminiscent of tinkertoys were featured. I loved the "Ludo ergo sum" cartoon balloon pointed to a cartoon aemoba in one of the corners.



PUERTO RICO

Turn 7



ERRATA: Butcher chooses the Small Warehouse (-2d) over the Hacienda.

Turn 7 (concluded)

Martin chooses *Trader* (+1d) and sells Tobacco for 3+1d. Barrett sells coffee for 4+1d. Butitta sells indigo for 1+1d. Fisher passes. Butcher sells sugar for 2d. Trading House clears. Barrett chooses *Builder* and builds *Factory* (-7+2d). Butitta builds *Office* (-5+1d). Fisher builds not. Butcher builds not. Martin builds not.

STATUS:

John Butitta: Gov, *Propector*, Sm Market(x), Sm Indigo(x), Construction Hut(x), Hospice(x), Tobacco St(x), Indigo(x), 2xCorn(x), Quarry(x), 2xTobacco(x), Tobacco(x), 1d, 4 VP, tobacco.
Ron Fisher: *Craftsman*, Hacienda(x), Hospice(x), Sm Indigo(x), L Indigo(x), 4xIndigo(x), Sugar(x), 2xQuarry(x), Corn(x), Quarry(x), Corn(x), Tobacco(x), 2d, 3 VP, 5 indigo, 1 corn.
Tom Butcher: *Propector*, Sm Sugar(x), Construction Hut(x), Sm Warehouse(x), Corn(x), 2xSugar(x), 3xQuarry(x), Sugar(x), SJ(1), 2d, 2 VP, 1 corn.
Brad Martin: *Trader*, Sm Warehouse(x), Tobacco St(x), Harbor(x), Corn(x), 2xTobacco(x), Coffee(x), 2xCoffee(x), Tobacco(x), 5d, 2 VP, 1 corn, 1 tobacco.
Paul Barrett: Sm Market(x), L Indigo(x), Sm Indigo(x), C Roaster(x), Sm Sugar(x), Factory(x), Quarry(x), Coffee(x), Indigo(x), 2xIndigo(x), Corn(x), Coffee(x), 5d, 0 VP, 1 indigo.

Turn 8

Governor Fisher chooses ...

AVAILABLE BUILDINGS: All but Sm Market, Construction Hut, Sm Warehouse, Hospice.

AVAILABLE PLANTATIONS: Coffee, Corn, 2xIndigo, 2xSugar

AVAILABLE ROLES: Builder, Captain (1d), Craftsman, Mayor (1d), 2xProspector, Settler (1d), Trader.

COLONY SHIP: 10 colonists.

SHIPS: 6-ship, 7-ship (1 tobacco), 8-ship (2 indigo)

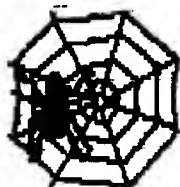
STOCK: 48 colonists, 113 VP, 9 coffee, 4 tobacco, 7 corn, 11 sugar, 3 indigo

TRADING HOUSE: Empty

Transcript and map are on the website.

BORIS THE SPIDER

"A Journal of Duplicitous Doings, Raw Power and Naked Greed"



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SoC

Z Near Victory!

Turns 10.4-11.3

Ernst

The Cast: R Fisher (F) P Zieske (Z) M Scott (S) K Wilson (W) R Copeland (C)

Turn 10:

10.4 (W): Roll 6. W collects 2 lumber at c5. F&C collect 2 lumber and S 1 lumber at e4. Z collects 2 sheep at h2. Trade 4 lumber for 1 sheep.

10.5 (C): Roll 6. W collects 2 lumber at c5. F&C collect 2 lumber and S 1 lumber at e4. Z collects 2 sheep at h2. C trades 2 lumber to Z for 1 sheep. C trades 1 ore to F for 1 grain. Trade 4 lumber for 1 brick. Build a settlement at g2/h1/h2. (-1 bigs +1 VP), SPB?

Turn 11:

11.1 (F): Roll 6. W collects 2 lumber at c5. F&C collect 2 lumber and S 1 lumber at e4. Z collects 2 sheep and C 1 sheep at h2. F trades 9 lumber for 2 ore and 1 brick at b2/a2/b3. Builds road (-b,1) e2/c3; upgrade c3/b3/c4 to city (-2g,3o +1 VP).

11.2 (Z): Roll 7. Z discards 1 lumber and 5 sheep and W discards 1 grain, 1 ore, and 5 lumber. Z then moves the Robber and steals ore from W. Z trades 2 sheep to W for 1 grain. Then Z buys a card (-gos).

11.3 (S): Roll 5. F collects 3 lumber at b3. F collects 2 grain at e3. S & W collect 2 grain at f5. ...

COMMODITY STATUS

Player	brick	grain	lumber	ore	sheep	Knights	cards	VP	Other
F	0	2	5	0	0	1	1	6	
Z	0	0	2	0	1	0	1	9	Road(7)
S	0	4	4	0	0	0	0	5	
W	0	3	2	1	3	1	0	4	
C	0	0	4	0	1	0	0	4	

BOARD:

Desert: d5, g5
Forest: b3(5), c5(6), e4(6), e6(10), e7(9), f6(8)
Grainfield: b2(2), c4(12), e3(5), f5(5), g2(3), g3(4)
Hill: c3(11), d6(3), f3(9), f4(2), h3(8)
Mountain: b4(4), d3(9), e2(4), g5(11), h4(11)
Pasture: c2(10), d2(8), d4(12), e5(3), f2(8), h2(6)
Port (3-1): a2, a4, d1, f2, f4
Port (2-1): b1(g), c6(s), e8(o), f1(l), g6(b), h1(s)
Water: a1, a3, b5, c1, d7, e1, f7, g1, h5, i1, i3

Development: Robber @ c5.

F: Cities: c3/e4/f3, b3/c3/c4

Settlements: a2/b2/b3, e2/f2/e3

Roads: b3/c3, e3/e4, b2/b3, e3/f3, b3/c4, b3/b4, d1/e2, e2/e3

Z: Cities: d2/d3/e3, g3/h2/h3

Settlements: c2/c3/d3, d1/d2/e2, c1/c2/d2

Roads: d2/d3, g3/h2, c2/d3, d2/e3, c2/d2, d1/e2, e1/e2

S: Settlements: d6/e6/e7, e4/e5/f4, e5/e6/f5, f4/f5/g4, g4/g5/h4

Roads: e6/e7, e5/f4, e5/f5, f4/f5, f5/g4, g4/g5, g4/h4, h2/h3, h3/i3

W: Cities: f5/f6/g5, b4/c4/c5

Roads: c4/c5, f5/f6, e6/f5, e5/e6, f6/g5, c5/d5, f6/g6

C: City: d3/d4/e4

Settlement: f3/g2/g3, g2/h1/h2

Roads: d3/d4, g2/g3, g2/h2, c3/d3, g2/h1

ON DECK



1890: Frueh, Zodda, Zieske
 1895: Hanna, Zieske
 1896: Hanna, Frueh, Zieske
 1870: Zieske, Hanna, Frueh, Martin, Bailey
 BRITANNIA: Zieske
 CIRCUS MAXIMUS: Fryling, O'Hara
 GUNSLINGER: Scott, Fowble, R Fisher; need 4 more
 HISTORY OF THE WORLD, Pt 1: Zodda.
 MACHIAVELLI: Nichols.
 MAGIC REALM: Buttitia, Deb A
 MERCHANT OF VENUS: R Fisher, Deb A
 RUSSIAN CIVIL WAR: Scott
 SILVERTON: Zieske, Deb A, Nichols
 WIZARD'S QUEST: A Bargender, R Fisher, Deb A

OTHER POSSIBILITIES: 1829 (N OR S), AGE OF RENAISSANCE, AIR BARON, ATTIKA, BALKAN WARS DIP, CIRCUS IMPERIUM, CIRCUS MINIMUS, DOWN WITH THE KING, DUNE, EVO, GODSFIRE, KAMAKURA, KREMLIN, LIFTOFF, MONSTERS RAVAGE AMERICA, PLANET MINERS, SAMARAI, STELLAR CONQUEST, TITAN.

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 DEADLINE FOR MOST GAMES IS 1600 CENTRAL TIME 2 SEP 05

The Bottom Line

This is **BORIS THE SPIDER**, a 'zine dedicated to the play of multiplayer games. BORIS is usually published following the first Friday of the month by Paul & Meg Bolduc, 203 Devon Ct, Ft Walton Beach, FL 32547-3110 and currently has a subscription price of \$10.50 for 12 issues in hardcopy (\$13.25 in Canada, and \$16 overseas) or a token \$1 by e-mail (waived if overseas). A hardcopy sub will also include an e-mail sub. Make checks payable to "Paul Bolduc". BORIS can be reached at (850) 863-9081, or prbolduc@aol.com. If phoning, expect to be greeted by an answering machine. If we're here, not engaged in an epic computer battle or enthralled in baseball, hockey, or college football, and recognize your voice, you may get to talk to a real human, so don't hang up upon hearing our recorded message (it changes every power outage). Visit the BORIS Website at: <http://hometown.aol.com/prbolduc/boris/borishome.htm>



Source of the Nile

Turn 40



The Cast:
 Brad Martin
 Andrew York

Jason Bargender
 Don Chinnery

D&D Anderson

Published this turn:

Previously Published: DD12 (lake, +79 acres), DD11 (lake, +75 acres), CC11 (lake, +88 acres), AA13 (veldt, river from 1 and 4 to 2), Z14 (veldt, river from 5 to 4, cataract, waterfall is 350 feet), Z13 (veldt, river from 1 to 2) and tribe L11 (the Mphahlele) in Z13. G24 (jungle, river from 3 to 6), H24 (swamp), G22 (mountain, river begins and extends to 4), H21 (desert, river from 1 to 3, oasis), I22 (veldt, river from 6 to 3), J19 (swamp), J16 (veldt), K16 (veldt), M10 (the Kimbundu) in G22, L15 (the Bagaza) in J19, M36 (the Ruanda) in J16, M37 (the Malconde) in I22. P2 (swamp), O4 (lake, +21 acres), N4 (lake, +33 acres), M1 (the Ankan) in P2, FF8 (mountain, river from 6 to 5, cataract), FF7 (jungle/swamp), EE8 (jungle/swamp), EE9 (mountain, river from 3 to 1, 65 foot waterfall), DD6 (jungle/swamp), GG5 (veldt, river to 1), FF5 (veldt, river from 4 to 1), EE6 (desert, river from 4 to 1), DD6 (veldt, river from 4 to 2, 85 ft waterfall), DD7 (jungle/swamp), M24 (the Gadami) in FF7, and S2 (the Ngubane) in GG5. CC6 (veldt), BB6 (veldt, river to 5), BB5 (mountain, river from 2 to 4 and 5), CC4 (desert, river to 4), DD3 (swamp), CC5 (desert), L5 (the Kgabo) in BB6, and M6 (the Dzelwe) in BB5.

Positions still available for fearless explorers. Contact Alan Bargender if interested.

STELLAR CONQUEST

Kurson Dax: Processing orders for Combat 22.